

2. Postmodern Sense of Doom in the Hyperreal World of Sam Shepard's *States of Shock* and *Kicking a Dead Horse*

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Abstract

*Sam Shepard is one of the most prolific, influential, and celebrated playwrights that the United States has produced in contemporary era. In his plays, America is complete with traditional and mythical symbols. He uses these emblems in order to subvert their meanings and manifest the discrepancies between characters' living in the West and the realities they confront. In his later plays, including *States of Shock*, and *Kicking a Dead Horse*, Sam Shepard reflects on the traditional meanings of myth and their erasure in the postmodern societies. Furthermore, the postmodern universe in these three plays is bombarded with representation and distortions of reality and hyperreality. The characters enter in simulations of reality after accepting the fact that the true reality doesn't exist. As a matter of fact, myths are not real; they are simulations of the past myths. Media with its glamorous and captivating power is one of the most influential medium in constructing the hyper real.*

Keywords

Sam Shepard, Myth, Reality, Hyperreality, Postmodern Society, Media